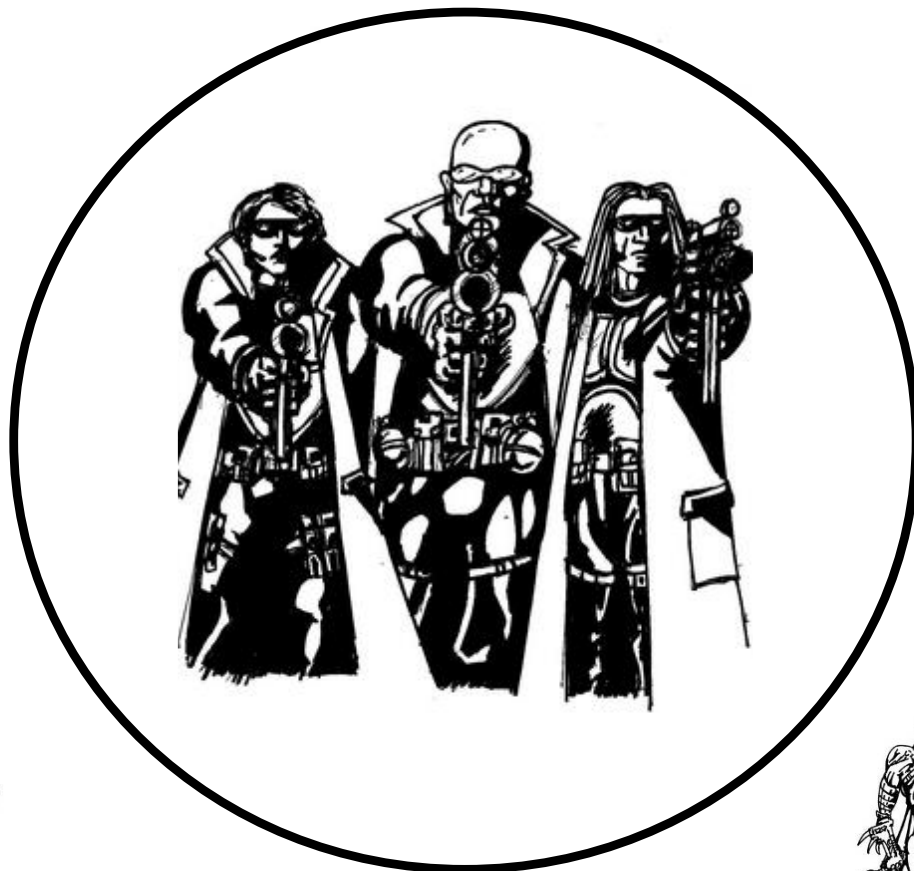


WEAPONS AND EQUIPMENT FROM THE FRINGE

VERSION 1.5

AN UNOFFICIAL LASERBURN SUPPLEMENT



A compilation of material from the A few gonads more website, additional
material by Neil Cooper
Some illustrations by Tony Yates, or from the official Laserburn rules book,
with thanks.

Welcome to weapons and equipment from the fringe!



This volume sets out to present all of the basic weapons, equipment from the laserburn series of rules books, all in one, easy to read booklet. Along with the basic weapons and equipment, I present a further selection of items, some taken from material published on the 'A few Gonads more' website by other players, and others devised by myself.

You should try to own all of the rulebooks for Laserburn to be able to use this volume to its full extent, as some entries for items refer you to the full rules in the official publications.

With a Galaxy full of guns, grenades, vehicles and equipment, what is presented here is obviously meant only to be a guide to what could be available in a particular location. Gun types are just examples of the many thousands of contemporary variants which will be found across the Cosmos, so

Umpires should be flexible if players wish to deviate slightly from the statistics given, of course the cost may go up or the availability down!

Vehicle types and variations can vary considerably depending on the type of world they are found on. So transport vehicles may have to endure freezing cold, searing heat, airless worlds, tempestuous gas worlds or the like, and be propelled via wheels, tracks, anti-grav platforms, jets, internal combustion engines, giant wings, propellers or any number of exotic propulsion methods. Devise new vehicles to suit the planet or scenario they are being used with!

Please feel free to add weapons and equipment to the lists given, and share this information with other laserburn players as far as possible. It is only by doing this that the Hobby and the game can stay alive.

Finally thanks to:

Tabletop games for Laserburn itself!

Tony Yates for many of the pictures.

Members of the 'A few gonads more' yahoo web group, which can be found here:

<http://games.groups.yahoo.com/group/afewgonadsmore/>

No infringement of any copyrighted publications or artwork was intended in this book, I will of course remove pictures/ artwork if the artists concerned are offended.

Neil Cooper 2005

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Weapon listings

Weapon: Name of weapon

Initiative level modifier: This is the deduction to the figures initiative level when carried.

Variation per metre: Amount that the percentage hit chance is reduced, per metre of target range.

Damage: L=use lasers chart. S= use slug thrower chart, B= use gyrobolt chart.

Shots: Number of shots before reloading required, for energy weapons battery type indicated.

Cost: Cost of the gun with 1 full load of ammunition in credits.

Availability: Percentage chance of obtaining for non- military personnel, see black market rules.

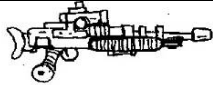
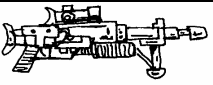
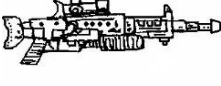
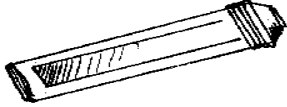
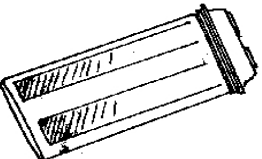
Fire modes: S=Single shot, A= semi automatic(3 shots per turn), F= Full automatic(10 shots per turn).RFS= Rapid fire support, see FOTI page 23

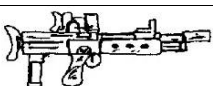
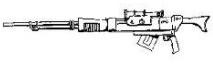
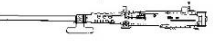
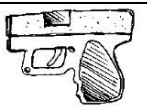
Notes: Other information on the weapon, or description of operation

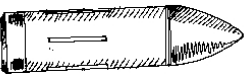
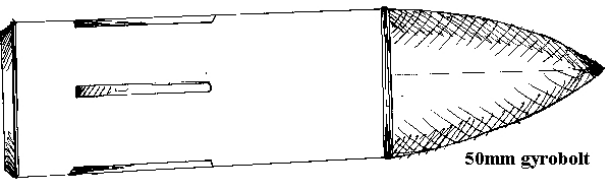
Image: Picture of the weapon.

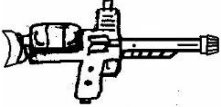
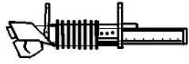
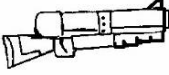
Abbreviations:

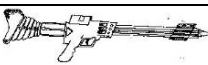
ALAA= Advanced laserburn and Aliens rules supplement, FOTI= Forces of the Imperium supplement.

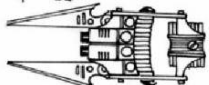
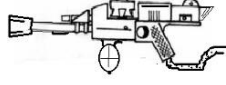
Weapon	ILM	Variation per metre	Damage	shots	Cost in CREDITS	Availability	Fire mode	notes	Image
LASER WEAPONS (L.A.S.E.R=Light Amplification by Stimulated Emission of Radiation. The device produces a focused beam of light at a defined wavelength that can vaporize tissue and other materials) Lasers are the standard weaponry of the military, a laser fires short pulses of energy which will sear flesh and in the right conditions, melt steel. All lasers can also be adjusted so as to project a continuous beam, but owing to the huge demands on the weapons battery, the beam is short lived (damage as per bolt hit, uses all the weapons shots in one go). All lasers can also be adjusted to fire a 'low power' shot									
Laser pistol	-1	-3	L	20 LWB	50	100	S,A	Laser pistols, of varied origin and state of repair can be bought almost anywhere	
Heavy laser pistol	-2	-2	S	15 SB	150	20	S,A	Also called a 'blaster', a high power, high calibre version of the standard laser pistol	
Autolaser	-3	-2	L	60 SB	250	20	F	A rapid fire automatic laser weapon	
Laser rifle	-3	-1	L	50 SB	150	40	S,A	Standard light military rifle	
Heavy laser	-5	-1	S	30 SB	300	20	S,A,F	Infantry squad support weapon	
Support laser	-5	-1	S	100 2xSB	500	10	S,A,F ,RFS	Uses 2 standard batteries. Can be plugged into vehicle power supply when mounted on it.	
Snub laser	-0.5	-4	L	15 LWB	75	75	S,A	Compact version of the laser pistol for concealed use, loses ranged ability though	
Lightweight Atomic Battery (10cm long)   Standard Battery (12cm long)						Atomic Battery technology: Early in the 22 nd Century, discovery of new radioactive materials enabled scientists to develop Atomic batteries. Able to convert the enormous stored nuclear energy contained in a highly radioactive lump of Ursulium into many other forms of energy, this revolutionized the weaponry, vehicular and other energy fueled industries. Early batteries were dangerous to use and had the annoying tendency to explode, they were also an environmental disaster. But with centuries of refinement and sophistication, the current, lightweight, portable devices are common place. Recycling and disposal of the batteries is still a current issue with this technology, and explains in part the current high price- per- unit. Vehicular atomic batteries are cheaper than the more compact versions but much larger and heavier, as they use heavier , slower energy release isotopes.			

Weapon	ILM	Variation per metre	Damage	shots	Cost in CREDITS	Availability	Fire mode	notes	Image
SLUG THROWERS These are the descendants, and close relatives, of the conventional small arms of the 20th-23rd century. Dum-dum or smash head ammo is available for man stopping power, and armour piercing rounds for hard targets.									
Slug revolver	-0.5	-4	S	6	15	100	S	A little passé but still favoured by some diehards for its nonsense sturdiness and simple mechanism	
Autopistol	-1	-4	S	15	20	100	S, A	Also called slug gun, simple automatic pistol	
Machine pistol	-2	-4	S	30	100	60	F	Simple but effective, any competent blacksmith can knock one up. Traditional weapon of the gangster, revolutionary and terrorist	
Submachinegun	-3	-3	S	30	150	60	F	Increased range compared to machine pistol	
Assault rifle	-3	-2	S	20	125	60	S, A	Largely outdated but still in use by hunters, sportsmen and local defence forces and militia	
Hvy rifle	-5	-1	S	10	200	30	S	Descendent of the 20 th century sniper rifle, features heavy barrel and integral scope	
Machinegun	-5	-1	S	50/200	250	20	F, RF, S	A descendant of the M60 machinegun	
Hvy machinegun	-7	-1	S	200	400	10	F, RF, S	Belt driven ammunition supply Usually tripod/ bipod or vehicle mounted	
Auto shotgun	-3	Template, but roll to hit for each target in area	L	10	200	75	S, A	A weapon of low penetration, ideal for shipboard use Use sungun template. Targets within A or B, if hit take 1d6 laser hits each	
Derringer	none	-6	S	4	12	100	S	A ladies weapon, easily concealed, poor range and low magazine capacity	
									

Weapon	ILM	Variation per metre	Damage	shots	Cost in CREDITS	Availability	Fire mode	notes	Image
BOLT WEAPONS Also known as gyroguns, these weapons fire a spine- stabilised rocket powered bolt with an explosive tip, a well placed bolt can blow a mans arm off. Plastic tipped bolts are also available, for shipboard use and crowd control. Armour piercing bolts are used against power armoured opponents.									
Bolt pistol	-1	-3	B	5	60	70	S,A	If someone has one of these strapped to his hip, you know he means business	
Bolt rifle	-3	-2	B	15	200	40	S,A	Standard military issue weapon	
Autobolter	-3	-3	B	30	250	20	F	Also called rapid fire bolt gun. Difficult to control when firing due to high recoil	
Heavy bolt rifle	-5	-1	B	20	300	20	S,A	Standard military squad support weapon	
Support bolter	-5	-1	B	50	600	10	S,A,F,RFS	Standard military heavy support or vehicle mounted weapon	
Enforcer pistol	-1	-3	B	10/5	100	NA	S	Lightweight boltgun which can also fire micro grenades	
Ramjet pistol (As power glove for armour penetration)	-1	-4	B(AP+2)	1	250	10	S	Hand weapon using special armour piercing ammunition.	
Law Officer Bolt gun	-1	-3	B/ tangle	4x2	85	30		See FOTI page 11 for use	
Double barrel support bolter	-6	-1	B	60	700	10	RFS	See FOTI page 9	
 6mm Gauss  10mm slug  20mm gyrobolt  50mm gyrobolt						Projectile weapons: Even in the far future, where energy weapons are commonplace, the tried and tested use of solid projectile weapons to impact a high velocity metal slug against flesh and bone remains highly effective. The chart to the left shows relative sizes of some common projectile ammunition. Note in all cases except the Gauss spike, it is only the forward bullet or bolt which hits the target, the rest of the round is the casing holding a solid explosive compound. Note with the gyrobolt, small fins pop out the sides of the bolt during flight, to increase the accuracy of what is a very heavy round.			

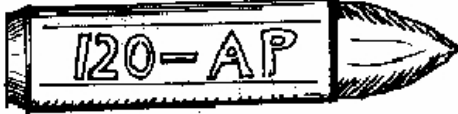
Weapon	ILM	Variation per metre	Damage	shots	Cost in CREDITS	Availability	Fire mode	notes	Image
FLAME WEAPONS Disliked by many races, loved by others, flame weapons spread fear amongst many due to the horrific damage and indiscriminate area of effect. Burning chemical similar to 20 th century napalm is projected at high velocity. The pinnacle of development is the 'Sun gun', a military weapon capable of devastating any material it contacts.									
Hand flamer	-1	-6	B	1	200	NA	S	A military sidearm sometimes used by organization assassins, favourite with the red redemption	
Flamethrower	-3	-4	B	1	400	NA	S	Heavier version of the hand flamer	
Sun gun	-3	template	special	1/6	1000	NA	S	PA and DN troops only, others have 30% chance of d6 HF hits when fire	
Plasma Gun	-5	As sun gun template x2	special	3	2500	NA	S	Requires 1 battery and 1 sungun backpack for 3 shots.PA or DN only	Heavier version of sun gun, for military use by armoured troops
INDIRECT FIRE WEAPONS Projectiles generally fired in an arc, raining down on targets from above. Allows firing over cover or obstructions. Uncertainty about landing point of grenade or missile can make friendly fire a problem if used at close range. Wide variety of munitions available makes these very versatile weapons.									
Grenade launcher	-3	-5	Gren	1	250	NA	S	Needs 1 SB for 200 launches	
GL attachment	-1	-5	Micro gren	1	20	NA	S	Needs 1 CAC per shot	
Missile launcher	-5	-2	Missile	3	500	NA	S	Needs 1 SB for 100 launches, standard squad support weapon	
Riot Gun	-3	-4	Gren	1	200	NA	S	Shorter version of grenade launcher, used by security forces	
									

GAUSS WEAPONS (also known as RAIL GUNS) Use an electromagnetic field to accelerate projectiles along the barrel at high velocity. Standard ammunition combines a dense armour piercing core surrounded by a softer metal which terminates in a hollow tip. High stopping power and armour piercing capability are thus combined. Spin stabilization comes from magnetic bias. High technology required for maintenance and repair. Very accurate weaponry but discharge noise levels amongst the highest for any guns due to projectile velocity.									
Weapon	ILM	Variation per metre	Damage	shots	Cost in CREDITS	Availability	Fire mode	notes	Image
Gauss pistol	-1	-2	S	15	100	35	S,A	Compact Gauss weapon, good accuracy	
Gauss rifle	-3	-1	S	40	400	15	S,A	Standard Gauss rifle	
Hvy Gauss rifle	-5	-1/2	B	60	600	5	S,A	A heavy weapon, very high accuracy and good ammunition capacity make this a real threat to the bolt rifle	
PLASMA GUNS A power pack is used to heat hydrogen fuel to a plasma state. The plasma is briefly held in an ignition chamber before being magnetically induced along the barrel. Damage is as per per hand-flamer hit. These weapons have intrinsic very high recoil rate and for the power are very expensive. Penetration of armour similar to heavy gyro but without range penalties. Better at close range due to accuracy issues.									
PGMP-12	-5	-3	B	40 PFP	4000	NA	S	Very high recoil, 1 shot per 2 turns only	
PGMP-13	-5	-2	B	40 PFP	6000	NA	S	PA or DN armoured troops only, firer must remain still while firing	
PGMP-14	-5	-2	B	40 PFP	12000	NA	S	Uses anti grav generator to compensate for recoil	
FUSION GUNS Similar to plasma guns. The superheated plasma stream is retained in the ignition chamber for longer allowing a fusion reaction to begin.									
FGMP-14	-5	-2	B	40 PFP	7000	NA	S	Power or DN armoured troops or vehicle mount only due to recoil	
FGMP-15	-5	-2	B	40 PFP	15000	NA	S	Uses anti grav generator to compensate for recoil	

PROJECTION WEAPONS									
Esoteric or unusual weapons using matter conversion or phase technology. Tend to be expensive and of dubious battle field value compared to more convention arms.									
Weapon	ILM	Variation per metre	Damage	shots	Cost in CREDITS	Availability	Fire mode	notes	Image
Conversion beam projector	-5	-1	*	NA	2000	N/A	S	See pages 12 and 22 of Laserburn rulebook	
Phase rifle (penetration as per autolaser)	-3	-2	1d6 laser hits	30 PFP	1000	NA	S,A	A phase rifle fires a 'phase' pulse similar to a forcefields energy field which when hits solid matter, discharges as an unpredictable series of burns.	
Vortex rifle (penetration as per bolt rifle)	-4	-3	1d6 bolt hits	20 PFP	2500	NA	S	Fires an energy bolt similar to a vortex grenades energy. Roll 2d20 +20. This is the maximum range of the shot, the bolt detonates either if it hits the target before this range, or harmlessly at this range. unpredictable	
Nuclear Acceleration Rifle (N.A.R)	-4	-3		30 PFP	1000	NA		Use sun gun template, anyone in A or B takes 1d6 laser hits. Penetration as per incendiary	
Electron Disrupter (Penetration as per assault rifle hit)	-4	-2	S	100 SB	500	NA	S,A F	Favourite weapon of the Calmin. Fires pencil thin beam of energized electrons, hit effect as per assault rifle	
NEEDLE WEAPONS									
Fire quick dissolving slivers of semi- gel fluid, super- cooled at point of firing to produce razor sharp needles. Appalling at armour penetration (not mentioned in original LB rules, but use the 'other mêlée weapon' values) Accurate and devastating against poorly armoured opponents. The intergral low power laser can be used as per laser pistol if required in an emergency (+2 hit effect chart modifier, as per low power laser)									
Weapon	ILM	Variation per metre	Damage	shots	Cost in CREDITS	Availability	Fire mode	notes	Image
Needle pistol	-1	-3	*	50 LWB	30	100	S		
Needle rifle	-3	-1	*	200 LWB	80	50	S,A,F		
Weapon	ILM	Variation per 5 metres	Damage	shots	Cost in CREDITS	Availability	Fire mode	notes	Image
LIGHT ARTILLERY									
See advanced laserburn and Aliens rules for basic rules. Note VPM is per 5 metres. These weapons will be vehicle, turret or tripod mounted. None of these can be used without mount, no mater what armour is worn.									
M3 50mm bolt cannon	-12	-2	special	12	1000	NA	S,A	See ALAA page 24	
M5 Robocannon	NA	-2	special	100	2500	NA	F	See ALAA page 26	
M7 Laser cannon	-10	-1	As bolt	500 PS	1500	NA	SAF	Standard vehicle mount or light artillery	
M6 Slug Cannon	-13	-4	As HVY bolt	1000	900	NA	RFS	Multi barreled, electric rotary cannon	
M9 Rocket battery	-14	-3	As missile	24	1000	NA	A,F	Can trigger any combination of tubes , up to 10 maximum per turn	
M12 100mm Main Gun	NA	-1	As per M3 damage/ but penetration is additional +50	9	3500	NA	S,A	Tank/ turret armament. Ammunition loads are priced as per missile but treble cost. All rounds also use HE grenade burst template and effects.	

GRENADES AND MISSILES

Grenades are about the size of a snooker ball and have a variable timer built in, or can be set to detonate on impact. Micro- grenades are the size of a ping pong ball and detonate on impact only (unless modified), finally rockets/ missiles are small battlefield missiles about 8 inches long and 3 inches wide. Many variants available, depending on situation. See laserburn page 21 for rules on acquisition on the black market as all grenades and missiles are not available to the general public.

TYPE	COST IN CREDITS			Random	Notes
	MICRO	GREN	MISSILE		
Concussion	10	15	25	1-5	See pages 17-19 of the original laserburn rules for full descriptions of the effects of these explosive types
Flare	3	5	7	6-20	
Smoke	5	10	15	21-35	
KO Gas	15	30	40	36-50	
Poison Gas	20	30	45	51-53	
High Explosive	15	20	35	54-65	
Armour Piercing	15	20	35	66-75	
Vortex	NA	50	70	76-78	
Atomic	NA	NA	2000	-	
Dist. Field	10	10	15	79-85	Use AP templates for effect. Targets in area C take 2 hits as per handflamer, targets in area A take 1 hit as per laser. Any combustible material in blast area is ignited instantly. Smoke as per HE.
Incendiary	20	30	45	86-90	
Tangle	5	NA	NA	91-94	As per tangle bolt, page 11 FOTI
Riot	NA	20	NA	95-96	Page 11 FOTI
Marking	3	5	7	97-00	Marks all objects and units within blast radius with permanent UV/ luminouspaint, cannot be removed for 1 week. For blast templates, use
					
Micro- grenade ILM -0.3		Standard Grenade ILM-0.5		Missile/ Rocket ILM-2	



AMMUNITION/ power sources (Cost in credits, per 1 round/ Unit)

Presented below are a selection of power sources for guns, and solid ammunition for all the weapons in this supplement. Some cost/ availability deviances will be noted from the original Laserburn rules where I felt original cost was unrealistic, or where rules were contradictory between supplements.

Item	Cost	Code	ILM	Availability	Notes
Stand. Atomic Battery	10	SB	-0.3	100	
Lightweight Battery	5	LWB	-0.2	100	
Bolt round	2		-0.5 per 20	70	
AP bolt	4		-0.5 per 20	30	
Slug	0.5		-0.5 per 50	100	
AP slug	1		-0.5 per 50	30	Greater armour penetration, does less damage though.
Dum dum slug	1		-0.5 per 50	50	Much higher damage but poor at penetrating armour.
Compressed air cylinder	1	CAC	-	100	
Poison needles	1		-.05 for 200	50	
Sedative needle	0.25		-0.5 for 200	100	
Chemical fuel cannister	10	CFC	0.5	10	
Sungun backpack	100		3	NA	Specifically for the sun gun
Ramjet round	10		-0.5 per 15	10	Specifically for the ramjet pistol
Power source	6	PS	-6	100	Portable Atomic power source, can be used to power force fields, large equipment etc, or drive laser weapons (1000 shots)
Plasma/ fusion pack	200	PFP	-0.5	NA	Plasma/ fusion weapons only
Gauss round	4		-0.5 per 100	35	For gauss weapons
Shotgun shell	3		-0.5 per 20	70	For autoshotgun, standard buckshot load
Shotbolt	4		-0.5 per 20	60	Shotgun ammo, acts as standard bolt round from rifle (use autobolter penetration chart)
Plastic bolt	1		-0.5 per 20	100	Less lethal ammo for all boltguns, penetration as per dum dum slug, damage is on laser chart +3
Tangle bolt	6		-0.5 per 20	70	See page 12 FOTI for effect
M3 AP 50mm bolt	12	M3B	-1	NA	See ALAA page 24 for use, price is per round
M3 DB 50mm bolt	8	M3DB	-1	NA	
M3 FB 50mm bolt	20	M3FB	-1	NA	
M6 AP slug box	450	M6SB	-8	NA	1000 round box ammo for the M5
M6 Dum Dum box	850	M6DD	-8	NA	1000 round box ammo for the M5
M5 robocannon bolt	10	M5	-0.5	NA	Ammo for robocannon
Vehicle atomic battery	7	VAB	-3	100	Lasts 1 day
Vehicle recharge	1	VR	-	100	Lasts 3 hours



LIGHT VEHICLE SUMMARY

Type	Seats	MR Speed	MR ACC	MR DECEL	COST	Armour	weapons	Avail	Turn circle	power	Loco.
Runabout	2	18	4	6	800	40	none	100	1/2	VABx4	Wheeled
Sky scooter/ Jet cycle	2	40	5	3	400	10 under 40 rest		100	1/2	VABx2	Jet
Jetpack	1	-	-	-	200	40	None	100	-	3xCFC	Jet
HVY Jetpack	1	-	-	-	500	10	None	100	-	12xCFC	Jet
Imp.Scout bike	2	26	6	8	1300	40	FOTI page 21	NA	1/4	VABx1	Wheeled
Redemption trike	2	24	6	8	375	40	none	100	1/4	VABx2	Wheeled
Redemption skimmer	2	20	5	5	800	10	None std.	100	1/2	VABx1	Hover
Command Trike	2	20	5	8	570	10	none	70	1/4	VABx2	Wheeled
Strider AASV	2	15	5	10	25,000	Legs -10 Body 10 Front-10 Under-10	Pg.32 ALAA	NA	1/4	VABx	Legs
6x6 Utility Van	2	25	3	5	2500	40	none	85	1/4	VABx4	Wheeled
Flit Car	4	20	5	5	2500	40	none	100	1/2	VABx4	Grav
Hover Van	8	13	2	1	3000	40	none	90	1	VABx6	Hover
Scythe copter	7	65	1	3	25,000	40/FF	Pg.22 FOTI	NA	1/2	VABx10	Rotors
Glaive APC	9	10	1	1	8000	-10	RTx2	NA	1	VABx6	Hover
		20	4	5	7000	"	"	"	1/2	"	Wheeled
		8	1	2	7000	"	"	"	1/4	"	Tracks
		26	1	1	10,000	"	"	"	1	"	Anti-gra
Imp scout car	4										
Partizan car	3	28	4	4	4000	10	RTx1	NA	1/2	VABx3	Hover
Scorpion assault lander	13	30	1	10	50,000	-10	RTx4	NA	X2	VABx10	Anti-grav
Air raft	4	10	1	2	1000	40	None	100	1	VABx4	Hover
Hover sport wagon	6	15	3	3	5500	40	none	100	3/4	VABx8	Hover
Sabre copter	6	70	2	5	35,000	40/FF	RTx2	30	1/2	VABx10	Jet

Abbreviations and Explanations

RT= Roboturret

Seats: Number of passengers carried, including driver

MR Speed. I have used Movement rates from Advanced Laserburn. 1MR= 10 metres per turn

MR Acc: Average acceleration rate for vehicle in MR,per turn.

MR Dec: Average deceleration rate, or braking rate, per turn in MR.

ARMOUR: Given as a Base penetration rate.

WEAPONS: Any standard armament , if fitted. Note weapons can be fitted to some models at additional cost, e.g. Redemption trike often fitted with heavy laser.

TURN CIRCLE: As a fraction of current speed, this is the turn RADIUS the vehicle has.

POWER: The number and type of atomic batteries the vehicle runs on. An atomic battery will last for 1 day of average use, so a vehicle with 4 batteries will run for 4 days before renewal is needed. Vehicular batteries are fairly large, about the size of a Cereal box/ Box file, so are bigger but cheaper than weapon batteries.

LOCOMOTION TYPE: Will affect how vehicles move over difficult terrain etc

ARMOUR

Type	ILM	COST	Base PEN	Thickness	Code	Availability
No armour	+5	0	100	0mm	UA	-
Padded	+2	30	80	5mm	PD	100
Flak/ mesh	none	100	60	10mm	FM	100
FM body	+1	50	60	10mm	-	100
Light full	-2	310	40	5mm	LA	100
Light body	-1	200	40	5mm	-	100
Light per limb	none	25	40	5mm	-	100
Light helmet	none	10	40	5mm	-	100
Pers. Force bubble	-5	1000	10	0mm	FB	100
Forcefield		1000/m	20	0mm	FF	100
Power	-5	500	10	50mm	PA	NA
Dreadnought	-10	1000	-10	100mm	DN	NA
Holtzmann	-3	1250	See IC page 20			NA
Invisibility	-3	2500	100	See IC page 20	INV	NA

SHIELDS

TYPE	ILM	COST	Availability	Base PEN	% proj hits caught by shield	% melee hits caught by shield
Armourplas shield	-2	10	100	40	30	50
SCF Shield	-5	1000	5	See ALAA page 22	30	50
DME Shield	-3	300	50		30	50
Riot forceshield (see page 11 FOTI)	-3	245	40	-10	30	50
Forcefield shield (needs 1xSB for 100 hr use)	-3	200	50	-10	30	50
Riot shield (large square)	-4	25	70	40	50	70

MELEE WEAPONS

Weapon	Cost	Combat modifier	Availability	ILM	
STD knife	1	+70	100	-0.5	
STD sword	5	+100	100	-2	
STD Axe	3	+80	100	-1	
STD bayonet	2	+60	90	none	
STD polearm	10	+120	100	-3	
MONO knife	20	+70	100	-0.5	
MONO Sword	40	+100	100	-2	
MONO Axe	30	+80	100	-1	
MONO polearm	70	+120	80	-3	
Riot stick (See page 11 FOTI)	45	+80	70	-2	
Force dagger	60	+70	70	-0.5	
Force sword	100	+100	70	-2	
Force Axe	80	+80	70	-1	
Force polearm	160	+120	40	-3	
Power glove	180	+60	10	none	

GUN ATTACHMENTS/ ACCESSORIES

ITEM	COST	ILM	Availability	Use
Force field weapon adapter	50	-1	30	Allows firing out of a forcefield
Silencer	20	none	20	For slug pistols/ rifles/ SMG, greatly silences shots , single shot, semi auto only
Bipod	3	-1	100	For any rifle, gives EXTRA +10 to hit when resting weapon (a total of +20 when resting)
Tripod	10	-3	100	For mounting heavy or support weapons for accurate fire, see page 23 of FOTI
Antigrav harness	500	-1	NA	Expensive ,rare item, allows heavy weapon to be used with only a -1 initiative modifier.
Empty clip	5	-	Same as gun	Empty clip for weapons which take solid ammo, availability is same chance as for weapon.
M2 Artillery mount	260	-8	NA	Included with artillery. Hvy, support or artillery pieces can be mounted on it, and classed as on pintle mount
Advanced sights	10	none	90	See page 19 IC, added to SMG or machine pistol

TARGETING DEVICES

ITEM	COST	ILM	Availability	Use
Autoranger	120	+3	NA	+10 to hit
Support Autoranger	250	+3	NA	Allows indirect fire support at -20
Scope sight (image intensifying/ night capable)	50	-1	100	+20 to hit, fitted to shoulder arms or rifles only
Laser rangefinder/pointer	50	+1	100	+10 to hit, reads range, paints target with laser light of chosen wavelength. Can be fitted to any weapon.

PERSONAL EQUIPMENT (mostly for role-playing games!)

ITEM	COST	ILM	Availability	Use
Automedic	200	-1	100	See page 24, adds 2 to medical aid chance (this is a change from the standard rules)
Nose filters	1	-	100	seeLB page 24
Image intensifier/anti flash lenses	3	-	100	seeLB page 24
Throat mike/ ear plugs	3	-	100	seeLB page 24
survival pack	5	-	100	Basic survival kit to allow individual to stay alive in a hostile environment, includes knife.
medical kit	10	-0.3	100	Conventional medical pack, adds 1 to chance of successfully giving medical aid
first aid kit	5	-	100	No bonus to medical aid roll, but allows individual to treat himself, negate deduction if treating oneself.
Electrical kit	35	-1	100	Basic electronics repair and construction kit
tool kit	25	-2	100	Basic tool kit for fixing and making things
demolition kit	300	-4	NA	Contains the equivalent explosives of 3 missiles (select any except nuke and vortex), along with timers, detonators and lock busters. Specialist use only
supplies	5	-3	100	Food and water pack to sustain 1 man for 7 days, along with basic utensils, sterilization tablets, flare
50m mono cord	10	-0.5	100	Wire thin, incredibly strong, will hold 1000kg weight.
grappler	3	-1	100	Grappling hook, for scaling walls when attached to cord
tent	40	-2	100	2 person compact self inflating temporary shelter in a range of colours. Runs on 1 SB, small self heating unit installed, well insulated and comfortable.

ITEM	COST	ILM	Availability	Use
Infiltration kit	100	-1	20	Contains picklock set, electronic bugs,the equivalent of 1 grenade in explosives, timers and fuses.
sleeping bag	5	-0.5	100	Very compact, well insulated bag with combined pillow which inflates for use.
Flashlight	5	-	100	Xenon bulb technology gives 1 million candle power from a unit the size of a mobile telephone. 1LWB needed.
Gyro binoculars	15	-0.3	100	Stabilized, range finding, infrared, image intensifying, fully coated, antiglare x2 to x 30 power 1LWB needed
high power binocs	30	-0.5	100	As above but record function, and up to x200 magnification
Communicator	10	-0.5	100	Combines functions of videophone, basic computer and sat nav finder. Range 1000km. 1LWB needed
Hand Computer	50	-0.3	200	5 terabyte palmtop PC with basic software, multimedia projector and virtual keyboard, runs on 1 LWB
Field communicator	100	-3	100	Classed as a shoulder arm, this backpack contained communicator runs on 1 SB. Has terrestrial range of 20,000km, multi waveband.
Portable multi sensor	400	-1	85	See ALAA page 25 for use
Multi- detector	25	-1	100	Gives 85% chance of detecting explosive and bugging/ surveillance devices within 5 metres.
wire cutters	6	-0.5	100	Laser edged cutters, will cut through ANY material up to 5cm thick. Needs 1LWB.
camo cream/gun dull	1	-	100	Available in various colours depending on theatre, reduces reflections and detection when using stealth.
combat outfit	20	-	100	Combat fatigues including boots, belt, undergarments, webbing belt etc, wide variety of colours available depending on theatre. E.G woodland camo, desert camo etc...etc..
light supply pack	3	-1	100	Food and water pack to sustain 1 man for 4 days, along with basic utensils, sterilization tablets, flare
Tangle solvent	5	-	100	5 use can which dissolves tangle webs
Small HAB bubble	100	-4	90	3 person basic shelter, uses 1 SB, self heating, insulated, built in air beds, self inflating to 6 foot by 8 foot by 5 foot high. Uses very thin but very strong plastic inflating layers, which then fill with high expansion foam and set. Non- reusable. Range of colours available, counts as padded armour for pen.
Med HAB Bubble	250	-6	80	As above but for 5 people,14 foot by 9 foot by 7 foot high.
Large HAB Bubble	500	-10	70	As above but for 8 people,20 foot by 10 foot by 7 foot high
Portable atomic stove and cookset	5	-1	100	Requires 1xSB for 10 hours use, complete with pan set, beakers and eating utensils.
Survival DROP pack	220	-20	70	Plastisteel crate, used to drop supplies to troops or for starship escape pods/ vehicle etc..Comprises: Supplied x 4, survival kit, Small Hab bubble, medikit, tool kit, mono cord, flashlightx2, communicator x2, stove and cookset, 5x standard batteries, 6x flare, distress beacon, survival booklet and 6x foil blanket.

ROBOT SUMMARY

See the Laserburn supplemental rulebook 'ROBOT' for more details on each type, including hit tables and typical use, and details of Androids available, as they are not listed here.

Type	Height	Cost	Avail	Batteries	Armour	WS	CS	IL	Weapons	Notes
Security robot	9	1500	30	8	40 head, body 60 limbs	130	60	10	Laser rifle	See Robot page 4
Law enforcement module	7	500	20	4	60	120	50	13	3xlas pistol 2xbolter 1xmac.pistol	See robot page 6
LEM mk.2	5.5	800	15	3	10 head, body 40 other	130	55	12	4xlaser pistol, 1xgyro pistol	See robot page 7
Sandar 1	7.6	550	100	solar	60	40	10	3	none	Domestic, page 10 robot.
Social robot	6	500	100	charged	40	40	20	5	special	Protocol, see page 11
Utility robot	2	450	100	4	40	80	40	5	Las pitolx2	Carrier robot, page 12
Robo-mechanic	3.6	500	100	5	40	40	10	2	Power glove	Page 13
Imp, Hvy Battle robot	8	9000	NA	12	10	170	85	18	RFS bolter 200 rounds	Page 15
Robo fighting machine	7.6	3500	NA	10	10	120	60	11	2xmissile 2xgyro rifle 1xlaser pisto	Page 25
6- gun attack robot	5	2900	NA	12	10	110	50	11	2xmissile 2xhvy laser 2xmac pis 2x gyro rifle	Page 26
Robo- recce	6	1000	10	12	10	105	50	11	Bolt rifle 3x mags	Page 27
Spider	7	850	25	charged	40	85	45	8	none	Repair, page 28
IMSDU	5.9	950	20	12	-10	100	45	10	none	Mine sweeper, page 29
Sewerguard		320	25	4	60	75	0	14	Las pistolx2	See sewerville shootout supplement
Sewerbot		300	45	3	60	0	8	7	none	
Mainbot		600	55	5	60	70	15	4	Las pistol	
City pat. Unit	8	3950	NA	charged	10	150	70	16	Bolt rifle 2xpow claw Stun laser	Page 30
Warbot	6	3950	NA	charged	10	140	60	15	2xRFS gyro 1xRFS machinegun	Page 31 Armament varied depend ing on use

The WS,CS,IL given are averages for each type of robot, you may dice for values if this is an option in the 'Robot' supplement.

Please note that some of the costs for fighting robots have been adjusted to take into account multiple weapons carried.

COST OF LIVING



Average wage of working man: 50 credits per week

Average megacity accommodation and food/ living expenses: 30 cr per week

Average luxury living/ good food: 200 cr per week

Ticket price inter- continental: 25cr.

Ticket price Inter planetary: 110cr.

Ticket price Inter solar 1000cr+

Meal in a restaurant: 1-5 cr.